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10-YARD FIGHT*

INSTRUCTION BOOKLET

Look for this seal on all software and accessories for your Nintendo Entertainment System. It represents Nintendo's commitment to bringing you only the highest quality products. Items not carrying this seal have not been approved by Nintendo, and do not meet our standards of excellence in workmanship, reliability and most of all, entertainment value.

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Note: Conditions of warranty vary depending upon country.
Please refer to the appropriate warranty at the end of this booklet.

Thank you for selecting the Nintendo® Entertainment System™ 10-Yard Fight* Pak.

OBJECT OF THE GAME/GAME DESCRIPTION

American Football, the intense game where muscle, brains, and passion collide. Whether playing yourself, or just watching others, you can't help but get into the 10-yard fight!

Offense tries to advance as far as they can toward the goal line. However, defense is ready to stop you with as many as 183 starting formations and as many as 133,407 plays --- they're trying to get yardage and win the game too! Size up each play slyly -- yet quickly -- and make a charge for the goal line! The game gradually gets harder as you get better. You start playing high school, then college, then pro, then play off, and finally Super Bowl level football.

Come up with game-winning strategies and nice moves for both offense and defense. So get on the gridiron and fight, fight, fight!

Please read this instruction booklet to ensure proper handling of your new game, and then save the booklet for future reference.

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1. PRECAUTIONS

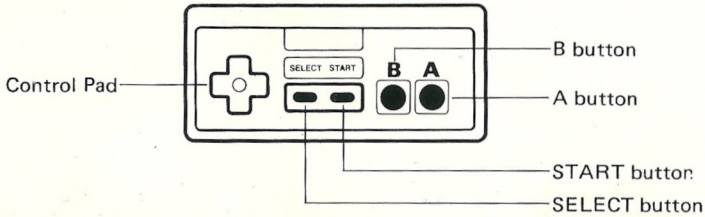
1) This is a high precision game. It should not be stored in places that are very hot or cold. Never hit it or drop it. Do not take it apart.
2) Avoid touching the connectors, do not get them wet or dirty. Doing so may damage the game.
3) Do not clean with benzene, paint thinner, alcohol or other such solvents.

Note: In the interest of product improvement, specifications and design are subject to change without prior notice.

2. NAMES OF CONTROLLER PARTS AND OPERATING INSTRUCTIONS

* **Controller 1** – for first player in 1 or 2 Player Game
* **Controller 2**– for second player in 2 Player Game.

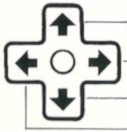
Controller 1/Controller 2



OFFENSE

1) ✚ Control Pad

Moves the offensive player.



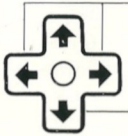
Player moves up.

Player moves to the right.

Player moves down.

Player moves to the left.

2) Kick Mode



Moves the ⇧ mark to the position where you want to kick to.
To kick ball, push A button again.

To enter Kick mode, press bottom of Control Pad and push A button at the same time to start play.

(A button)

* Snaps the ball.
* Throws the forward pass.

(B button)

* Used to throw side passes.

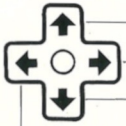
By pressing the left or right side of ✚ Control Pad and pushing B button, you can make side passes.

3) Breaking Tackles

Pressing the ✚ Control Pad several times quickly, shakes off tacklers.

DEFENSE

• ✚ **Control Pad** – Moves the defensive player



Player moves up.

Player moves to the right.

Player moves down.

Player moves to the left.

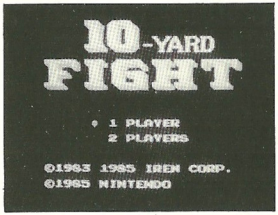
(A button)

* Selects defensive player A.
* Flying tackles.

(B button)

* Selects defensive player B.
* Flying tackles.

NOTE: Offensive side always moves upward.



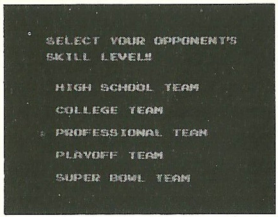
SELECT button

When this button is pressed, the ⊕ mark moves. Line the ball up with the game you wish to play.

*1 Player Game ... Vs. Computer

*2 Player Game ... Vs. Each other

(The SELECT button will not work during play.)



START button

When this button is pressed, the SELECTIONS LIST appears in 1 Player Game. In 2 Player Game, this starts the game.

- By pressing the ✚ Control Pad, you can pick one from five different levels in 1 Player Game.
- Press the START button to begin.

Pause:

If you wish to interrupt play in the middle of a game, press the start button. The pause tone will sound, and the game will stop. Press the START button again when you wish to continue playing. The game will continue from where you left off.

3. HOW TO PLAY

There are two 10-Yard Fight games available: a 1 Player Game where the computer is your opponent, and a 2 Player Game where two players play against each other.

***Note** that some rules differ from those of the real game.

OFFENSE

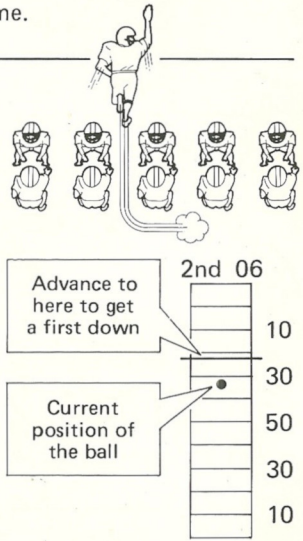
*Rules and Techniques

(1) **The Kickoff** -- Catch the ball kicked by your opponent, then run as far forward as you can.

(2) **Scrimmage** -- Press A button to snap the ball and start play.

*Before the ball is snapped, the forward pass receiver moves from right to left behind the line of scrimmage. Push A button when he is where you want him and he'll move straight ahead at the same time the ball is snapped.

(3) If you can advance over 10 yards on four downs, you get another four offensive playes (starting from first down).



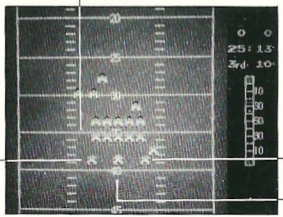
(4) **SHAKE OFF TACKLERS!**

* Push the ✚ Control Pad quickly to dodge would-be tacklers with some quick fakes!
* It's all in the timing!

(5) When the pass receivers put up their hands you can pass. (try passing → side → forward for some quick yardage)

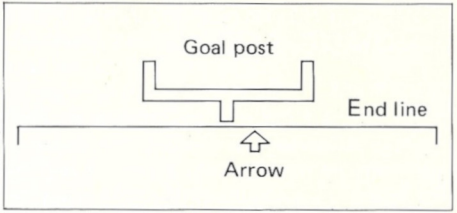
* When making a side pass, choose which lateral receiver (left or right) you want to pass to by pushing the left or right side of the ✚ Control Pad at the same time as the B button. Push A button to pass to the forward receiver.

(6) Once the man with the ball goes over the scrimmage line, he can no longer pass.



(7) The ⇧ mark points toward the direction of the kick.

* ✚ Control Pad moves the ⇧ mark to the left or right (in kick mode).
* If the goal post can be seen at the time of snap, you can also attempt to score a field goal.



DEFENSE

* Rules and Techniques

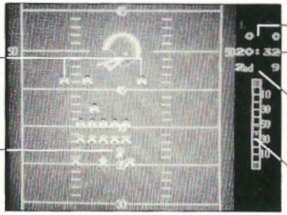
(1) After the kickoff, run forward and push your opponent back as far as possible.

(2) Before the play begins, choose which player, A or B, you want to control.

(3) After the ball is snapped, tackle the man with the ball or block his pass. Pushing either the A or B button lets you do a flying tackle!

Defense chooses which man he wants to control by pushing the A or B button on the controller.

Start play with the A button when the forward pass receiver is where you want him.



Score

Time remaining

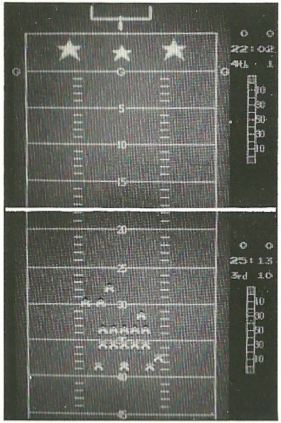
Tells you what down it is and how many yards to go for a 1st down.

Shows you where the ball is and how far you have to go to get a 1st down.

ACE-IN-THE-HOLE PLAYS FOR WHEN YOU NEED A LOT OF YARDAGE FAST!

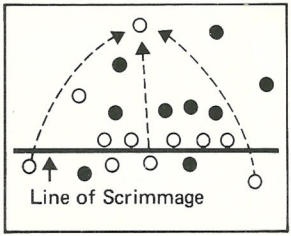
*** The Field**

The entire field will not appear on the screen at one time. However, as the players move down the field the screen moves with them. Keep the entire field in mind when playing (Don't forget about the goal line, especially!)



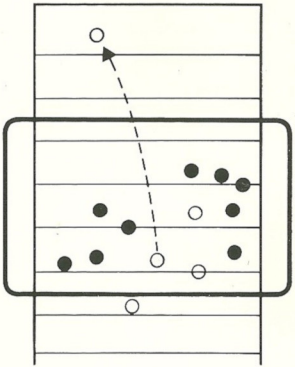
*** The long bomb**

Stall for time behind the line of scrimmage until your forward pass receiver gets as far downfield as possible, then throw the long bomb -- but the pass better be complete!



*** The all-or-nothing blindshot**

Even if he goes off the screen, the forward pass receiver keeps running. Throw a lateral or something to get the opponent chasing you -- then take a good guess at where the forward pass receiver is and go for broke.



POINTS

* Touchdown . . . . . 6 points
* Field Goal . . . . . 3 points
* Try for point . . . . . 1 point
* Safety . . . . . 2 points

NOTE:

Even if the remaining yardage for 1st down or touchdown is less than a yard, display on the screen will show as "1 yard".

MEMO

MEMO

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90-DAY LIMITED WARRANTY

Mattel U.K. Limited ("Mattel") warrants to the original consumer/purchaser that this NES Game Pak ("PAK") (not including Game Pak Accessories and Robot Accessories) shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, Mattel will repair or replace the PAK at its option, free of charge.

To claim under this warranty you should return the product either to the shop at which it was purchased or the address below. Returns to the NES Service Department should be sent carriage prepaid and insured for loss or damage, together with your sales receipt or similar proof of purchase to;

NES Service Department
Hi-Tech Electronic Services Ltd.
Unit 2B
200 Rickmansworth Rd
Watford
Herts WD1 7JS
TEL: (0923) 41811

(BE SURE TO INCLUDE YOUR NAME, ADDRESS,
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To receive this warranty service,
contact Mattel Pty. Limited
(nearest state office)

This warranty shall not apply if the PAK has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to defective materials or workmanship.

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Nintendo

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